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With the addition of power-ups the developer has granted players a morsel of mercy that adds to the fun.

This is what happens when the shooter games like Raiden and Asteroids get together at a MineCraft orgy.

When I play this game it is clear to me that a lot of love and thought has been squished into it.. Having been part of beta testing and on I have seen this game evolve from it's original masochistic minimalist form to its current massively, masochistic, minimalistic form.. I suspect it has something to do with those pesky yellow blocks those filthy, nasty, multiplying bastards.. Not all levels are the same, some have objectives such as destroying 5 of the red objective blocks, hidden in different nooks and crannies of the levels, or blow open some of the breakable wall pieces in hope to find green squares inside.

With a few different weapon types all scattered within the levels, you'll soon find the ones you prefer most and notice that each serves a purpose giving you advantages in certain situations.. 10+ tries later, that thought might come true This game is definitely hard to put down once you start and you will come up against your ol' mortal enemy, lying to yourself.. Great game, smooth character movement, sound track works great with this game This game makes me keep playing becuse you feel like you can clear the level on the next try.. Heart pounding, cool sounding, super-challenging and artsy fun! It's Disastr_Blastr.. What more needs to be said? What? You didn't buy it yet?What are you doing here!?SCROLL BACK UP AND BUY IT!NOW!Or else.

Oh, it gets hella-hard at points, but I loved every second of it I think for the sheer amount of levels, powerups you obtain, and ability to play the levels how you want, this is more than worth the base price of \$4.. " The controller now resting in front of me, soon prompted the response, "Right after this level".. Less of the platforming nonsense and more shooting!I am bit confused as to what prompted Thomas to become so violent, but I am sure as I play further into the game his motives will become clear.. Recommend it This game is ruthless!!! At one point, I hit pause and said, "I need to stop playing or i'll play forever.. ly/323jdVPA About This Game Gather your courage Calm your nerves Breathe deep Then descend into a radical new dimension of abstract minimalist arcade fury in Disastr_Blastr!-Blaze your merciless path of devastation through an expansive non-linear game world with 100+ stages of cortex-shattering cubic mayhem-Test your guts and reflexes against the unrelenting challenge of a design based on randomness, where no level ever plays out exactly the same way twice-Battle a host of insidious enemies that combine abilities to create chaotically unpredictable emergent challenges-Unleash hyper-destructive weaponry to achieve ever greater chain combo supremacy and elevate your score to legendary heights-Seek and destroy brutal boss enemies to unlock a series of wickedly challenging multi-boss duels-Bang your head to the hypnotic beats of a full original soundtrack by visionary techno composer Joey SchmidtYour ultimate indie arcade action nightmare begins now. e10c415e6f